

**Welcome to WWII Global: Oil & Snow:**

**# Introduction:** After playing many hours of A&A myself I started making own maps & models with the desire to improve tactical, geographical and historical aspects of WW2 strategic wargaming. When I entered the ***Triple A*** world ( quite late: 2018) I saw a living community working on a open source project and dozens of maps and ideas. Still the direction I went into my boardgames was missing for me: *( also in the recent Beamdogs A&A online commercial boardgame)*

As for me personally a WWII A&A-game should contain: **- Terrain types**, - **Seasonal impact, -Oil use and production** and a way to **avoid picking out the casualties** all the time yourself, which is surreal. Besides I, with my teaching background, like to share less known aspects of history, to learn from. Like I added many collaborist volunteer units that played a part of the total forces in the field. And to play with soundfiles to give a good ambiance. I could not see a map combining all this so I started to make my own. It took some time but the momentum of 2020 there was suddenly the chance…..

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Allthough my coding skills are limited , I learned a lot from trial trial and error error error. And by looking to some of the more sophisticated maps. Learning by doing and sometimes feeling desperate at java errors and unfindable bugs… is part of it….. Also making a **comprise with own skills and the limits of the basic code** is another, there are currently many more ideas that could be implemented if both ingredients worked along. Maybe one day…. Enjoy the result so far!

**#About bugs**: after lot of testing it still happens some unexpected things happen, or that some bugs only happen on 1 testplayers pc/labtop and are not reproducable for me. Allways let me know: mail me a notepad-list of things that occur and especially with crashing JAVA errors: note doen: what turn: what player was on and which players were AI : only than I have a clue….

(and please keep in mind :) ***THIS SCENARIO UNDER CONSTRUCTION & TESTED FEW TIMES ONLY YET!!*** Help, testers & feedback very welcome ;) Great that the tripleA community is so alive !

**GAME INFO:**

In this scenario you focus on securing **oil** to fuel your units and to deploy them wisely in **various terrains** & be aware of **seasonal** winter. It has a historical approach concerning weapon types development and minors joing the battlefield. Starting point is early **April 1941**: Greece is still unuccopied, the USSR respecting its treaties with Germany and Japan & the USA is not yet involved. The USSR and USA are passive the first turn, they can purchase and place units but not move. Japan and Germany cannot attack USA or USSR in the first turn. *( partially due to non aggression treaties)* From turn 2 all is possible!

**#OIL:**  

can be found in the '41-'45 oil-producing regions of the world: depending on if it is a rich source *(double drop)* or regular source (*single drop)* there is a *(regular or major)* refinery producing fuel for your mechanized units. Infantry & cavalry may move without fuel. When conquered they turn yours directly because of AI not understanding the importance of repiring /rebuilding disabled or hit refineries. I made them indestructable, except they have far lower output of fuel when damaged. (major 8 out of 20 & regular 4 out of 10 fuel per turn) You can only repair existing refineries not upgrade or add new ones. If you run out of oil you can allways purchase fuel via oilbarrels but that ofcourse would have an impact on your unitproduction. When an Allied Territory with oil is liberated it returns to its **original owner**.

**#FACTORIES/BARRACKS:** 

Found only in players’original territory that have the factory or barrack sign! So **not possible to build** more of these*. (As I consider it not realistic for example occupied Moscow to produce german Infantry or so)* And long supply-& reinforce lines when advancing far is a real challenge as should be.

When conquered a opponents’ factory/barracks goes into disabled modus and can be reconquered by the original owner or their allies. **Barracks produce max. 1 infantry per turn**, **a regular factory may produce 2** also other units per turn, but for the more serious stuff like heavy armour, battleships, carriers you need a **major factory which produces max 5 units per turn**.

All teritories that contain a Black and White production sign *( barracks/factory or minor reinforcement)* will **always go back to the original owner** when liberated.

**#MINORS' REINFORCEMENTS**:  All minors will receive reinforcements in their main *territory (with this black + white soldier sign )* every start of a new year. Not completely historical but easier in a strategical sense. In most cases reinforcement will be infantry but there are pleasant exceptions! ;)

**#TERRAIN EFFECT:**  Every terrain type *(jungle/desert/mountain/hills/marshes/forest/urban)* has an impact on most units' **attack, defense and/or movement**. When hoovering over with your cursor you see basic **impact info** appear in bottom of frame. So sending your army into the mountains or urban warfare you will experience they will be much less effective. Imagine about sending heavy armour in marshes! ;) The star-sign means it is a victory city, contributing to winning the game!

**#WINTER:** 

There is a working calender in the upper right corner that gives you some sense of time: **a winter= really a winter** and deserves some extra challenges**! Snow is the most restricting terrain feature** **there is**... Territories that have serious annual snowfall have a blue/white snow flake sign. If there is a double snow flake sign it is an arctic territory meaning that winter start allready **in sept.-oct** and spring is to arrive only after **april.** -*be prepared*-

**#UNIT TERRAIN BONUS:** Some units deal better with extreme circumstances as they feel at home in it: finnish, soviet, mongol, canadian infantry and Soviet T34-armour handle snow *better (whereas Indian , Anzac, South African or Vichy French Legionaires perform better in desert)* These units have a small symbol of this terrain type in the left corner. It is mostly the case in their offensive actions.

**#VOLUNTEERS:** Some territories hold this sign telling you that a specific player gets "one time"free infantry unit(s) if liberating/conquering this territory. These are volunteers joining in! You get notifications and so.

**#PARTISANS**  Some territories are *(historical)* active bases for partisan activities: they appear randomly *(with a min. chance of 1 out of 10 in )* when their territory is occupied. In case of **red flame** sign; if occupied by Axis , if **Black and white** flame sign : if occupied by the russians or in the Pacific Japanese homelands triggered by any Allied occupation if **White and red flame** sign : if occupied by the russians in East Europe *( working on getting rid of the notifications of the roll, unsuccesful so far;)*

They are very light in combat, cannot move but they are annoying behind the frontlines, disrupting traffic & keeping units busy with suppression. As they should .

In GAME settings better switch off: **USER NOTIFICATIONS-> SHOW TRIGGER/CONDITION CHANCE ROLL FAILURE:** to avoid too many notifications during the game when failing to trigger partisans.

**#LEADERS:** Every player has a leader in its capital. *(both french factions have an iHQ in a regular territory )* A leader cannot move and will make a last stand there. They give +1 attack & defense bonus for all units in their territory and also deliver +2 PU and +2 Fuel per turn. Take it as a extra mission to knockout opponents leaders.

**#LEADERSHIP BONUS:**  Of the many battles you will have there are one or two sticking out in importance: game changers. *( like in warfare there were also offensive & defensive setups which were much better prepared in planning, reconnaissance , supplies and so...)..*

To implement this I added **Offensive & Defensive leadership bonus** that you can use in every turn. You get **+1 bonus** which seems litttle but it makes a good difference. Even psychological! . The bonus is given in your capital and you can **drag it all the way around the globe** to important battles.

An **offensive bonus** is auto-removed after battle and cannot be saved. The defensive bonus can be moved only in the noncombat movement into one of your territories where suspected enemy action...

There is a slight **historical ration of Bonuses**: The **AXIS: germany and japan** get 2 offensive and 1 defensive bonus in the beginning and after 1/1*, (as their experience and spirits where high).* The **Russians** where crippled by Stalins purgues in leadership and not really combat ready at start receiving their bonus after 3 turns, though then they receive a double offensive bonus each winter to reflect their Winter offensive "tradition". The **USA** starts up slow after 2 turns too and some minor players like Vichy have 1 defense bonus only .... anyway...

**#TRUCKS & TRAINS:**  Trucks and trains can be conquered. They move only after combat movement. Trains have a 5 movement and big loading capacity; they can move, load and move again. Really useful when dragging Siberian units to the East front for example.

Trucks can move everywhere. (limited move in marshes and winter ) Trains can move in all areas that have Railroad-symbols sticking out of both sides of the Territories name field. I choose rail not be destructable like in Total War to minimize nr of total units. and AI handling

**#GARRISONS:**

They are additional small defensive units. Cheap, for defense and can move only in Non-combat phase, but they can play a decent role in strategics.

**#STACKING & PLACEMENT LIMITS:**

To avoid unrealistic stacking of Infantry and Garrisons in Capitals as I often seen by A.I or Human Players, I have set a 10 unit placement limit for Infantry

and 5 for Garrisons. As a consequence it is less likely to have >50 Infantry piled up in Capitals anymore..;)

**#RAILROAD EXTENSION:**  Some territories like for example Burma and Trans-Jordan have a Rairoad sign , but also a No railroad unit displayed. This means that the player controlling this territory has the possibility to construct railroads but they need to be purchased and place.

Once constructed the new railroad will stay available to all players throughout the game. Connecting rail in transjordan and Burma has a big advantage connecting huge railroad networks across the map with eachother. Other routes to be connected might be Africa North-South and North-to South America.

**#NATIONAL SEA ZONES:**  The Americans and Russians have in the 1st turn some "national" Sea Zones (marked with this sign) that cannot be entered by the AXIS.

**# AIR VERSUS SUBS:** A destroyer is required in the seazone in order for an Air unitto be able to attack enemy subs. If the air unit is the attacker, the destroyer must be owned by the attacker player. If Air unit is a defender, the destroyer can be owned by an allied nation .

**#ENTRENCHMENT/FORTIFICATION:** In each territory you control you can dig max. 1 entrenchment without factory needed. This unit has 2 hits and a low defense and acts like a bufferzone. It **requires a infantry unit** present when build. later it can be upgraded into an fortification in following turns, which has 3 hits and is more powerful.

**#ARTILLERY:** Has also a pre-attack function so that it can knock out an opponent unit before it even engages into a fight. In this way an armour can be hit in the 1st battle round instead of always picking infantry as casualties, making battle damage a bit more realistic and slightly more risky to put more expensive units in action, even if it is mostly just psychological.

**#AIRBASE & CARRIERS:** As common in tripleA: they provide you the option to intercept & scramble with fighters flying over (1 territory distance around) Very useful! Can be placed in any controlled territory & can be conquered. The Uk starts with advanced airbases.

Carriers are like small Airbases and they support 1 scrambling Fighter unit.

**#BATTLESHIP & CARRIER BUILDING:** 

Unlike in some other Triple A ww2 games, you will place a hull when you purchase a Carrier or Battleship and it will automatically finish construction before next purchase into your chosen sea unit. Big things take time ;)

**#2 HIT UNIT REPAIRMENT:** 

There is no auto repairment: to avoid players automatically take in the first hit of their battle on a battleship or so, I made some impact: if hit a carrier or battleship funtions less and it takes PU's to repair them into the full 2 hit unit again: this can be done by buying a repair token of the specific unit and place the crippled unit next to a heavy factory and place the repair token on top of it. Next turn repairment is done. Same for Heavy Armour and comparable on the spot for fortifications.

**#OBJECTIVES:** I personlally love objectives in this historical approach… You get bonus PU's for fullfilling certain objectives: check your national objectives overview in right menu tab. *( Fight opponents by interfering with their objectivest: a single subon a sea-convoy area can make an opponent loose several PU's per turn.)* Useful!

**#TECHNO\_LOGICAL?** Yes, in this version there is a historical fixed development for weaponry, I know some of you might Crucify me for this... and I imagine other versions of this game I will implement freedom for all! Right now your engineers will automatically provide you with the possibility to produce newer or more advanced units *(mentioned in your Players start screen)* , when the historical time has come ;) So Jet fighters appear when they did actually appear! And every player gets a free first unit placed and notification ofcourse when production lines are updated.

**#ORDER IN UNIT PLACEMENT:** I spend a hell lot of time in unit placement; really a awful lot of time: aaaaah!!!! As I wanted a clear overview of units, in order!!! Not random placed and by this sometimes looking like belonging to another territory is a game killer for me! But I also wanted a nice variation on unit types: as result I have the best nr of unit- places for most territory set at around 9... But I also Iwanted to have Key Cities to fight for ... which can be surrounded, besieged & fight till bitter end. For this I made small Urban Circles...

(*Why not bigger circles like in other maps? As it would be not possible with the maps size, spread, and the +/9 units average placement.)* My solution for placement is the OLD SCHOOL AXIS & ALLIES placement overflow boxes: I realise some of you WILL NOT appreciate this solution, so be it. So in small territories or urban areas you see a black white

**#MAGNIFYING GLASS:**   This tells you that if there is at least 1 unit standing here, there could be far more in the overflowbox close above at games upper end. This might be ODD in the beginning. They move as being on the original field: so when moving drag a unit from the overflow box down to its Territory onboard and then make your movement, I got fast used to it. **Wanne check fast unit numbers on a certain territory?** Then use allready exisiting the territory tab in the right side game menu ... hoover over the areas before moving. It gives a bit of a fog of war effect, don't rush thinking an area contains only 1 unit! A.I.works very well with it and has no mercy to human neglectance! So give it a try!

**#UNDECIDED PRO-ACTIVE MINORS:**

**TURKEY:** is now a "major" minor that cannot be choosen as player , its starts as True Neutral but it might join either side in the conflict by chance. When the Axis conquer 2 of 3 Russian Victory cities the chance they join Axis is doubled.

If joining Axis their troops will fall under german command, if siding with Allies the british will be in charge. They receive automatic reinforcements as long as they control their main territory, just like other minors.

**SPAIN:** is also a minor that may become active but it only joins the Axis if so by chance. When the Axis conquer 4 or more Allied Victory cities they ,might join, in time. If Gibraltar is at that moment in Axis controll it will be handed over to Spain.

If joining the Spanish troops will fall under italian command, This is not be historically but more praxctically motivated. Why? As the germans have allready a lot of extra troops to manage. They receive automatic reinforcements as long s they control their main territory, just like other minors.

**PORTUGAL**: was bound to a 550 year old treaty with the UK and a recent Iberian treaty with Franco's Spain; however did they allow the Alies to make use of the Azores as Airbase for transport and Sub-spotting, from around early 1943. So Azores will be accessab Allies Allied in turn 14 and by this Portugal looses its True Neutral stance. From all its other teritories remain True Neutral to the Allies but they be invaded by the Axis. If that happens Portugal will join the Allies completely.

**#ITALY SWITCH:**

I like to have the feeling that the German player should really take after its southern neighbour, to protect its own gains. If Sicily, South italy and Rome will be in Allied hands; allmost all Italian troops will surrender. And 3 Italian Infantry *units (with own brighter yellow green colour and other flag)* will switch side into a Royalist Italian "Southern Army" and join the Allies.

If North Italy is still in Axis controll at that moment, 2 Italian infantry units will continue the fight, resulting in civil war alike situation.

**#SAVE THE MOTHERLAND:**

Most main cities have a "save the Motherland"-trigger; meaning that when they are threatened by enemy forces they will assemble a small extra defense force.

This occurs only one time, exception cities are Hong Kong and Shanghai.

**#TECHNICAL DEVELOPMENT:**

Is automatic, historically set and fixed in this game. All dev's arrive with a free 1st unit.

***Germans:*** T5 heavy houwitzer, T10 heavy armour, T20 Super submarine,   
 T21 V1-rocket, T22 jetfighter

***Italians:*** T12 heavy armour

***Japanese:*** T3 heavy battleship, T18 heavy armour

***Russians:*** T5 T34 armour, T8 Katyusha rocket launcher, T14 heavy armour

***British:*** T12 Advanced destroyer, T16 heavy armour, T24 Jetfighter

***Canadians:***T5 Armour, T16 Bomber

***Anzac:*** T9 Armour,

***Americans:*** T6 Heavy bomber, T7 P38-fighter, T8 Landing ship, T22 Heavy armour,   
 T26 JetFighter

**#MY MAP:** In comparisment with many other maps the USSR, CHINA and AFRICA have more Territories to reflect their vastness. This together with terrain type and winter makes a Japanese Armoured invasion sweeping in the far east less likely. But hej: try it.. ;)

So that is some basic info.... the rest you find out by yourselves, by trying? Like Soviet armoured trains can actually transport units too, that American Special sea transport unit has a light Bombard bonus and P38 can fly 5 instead of regular fighters’ 4.

***DISCLAIMER FOR THE CANADIAN FLAG:*** forgive me : I was made aware of the fact that the Leaf flag I choose was only used in 1967... but I considered it too beautiful to change and besides the rightful flag looked to close to the chinese nationalist flag on the units bases. (And yes, the german and japanese flags are A&A boardgame icons for me...)

**=Credits: Inspired by Veqryns' Global WW2 & Hepps' Total World! Thanks 2 Wc\_Sumption & Belee** 4 fixing realistic Winter-Effect! & 2 **Joseph Prince** for some units support & Sharp and Alert **Kristian** for decent testing!

**Special thanks to HEPPS,** who is pretty occupied with amazing new TripleA-games and still made time to share, reflect and even test! < *my respect , that is the spririt -*-> & all support feedback from TripleA community.

The under-water-sub-effect is inspired by Hepps subs!

Game & develop on! enjoy! All feedback welcome

**= CHANGE /VERSIONS LOG:**

**1.4**

3-6-2021

Initial upload.

**1.5**

3-7-2021

Fixes missing Chinese start image. Fixes missing Neutral Allies Infantry and Garrison images. Change Game Note font to larger size 16. Update Game Notes. Add Russian image for National Sea Zones to Game Notes. Make intro of Notifications larger.

**1.6**

3-7-2021

Fix misspelling of "entrenchment\_hit" for Americans and Italians. Also "artillery" for Italians. Make all Notifications font larger. Deleted double notifications.

-Fix not shown Neutral units: Saudie inf./Liberian Garrison & brazilian inf. in North Brazil.

-completion Yamamoto Heavybattleship to round 3 instead of 5

-solved Paratrooper not able to attack in combat phase

**1.7**

8-9-2021

-fixed auto repair 2hit units and entrenchments+fortifications

-fixed typo's and few unit updates

-added partisans in gabon

-added argentina trigger when south america neutral-axis attacked

-added Pro Active Undecided Minor Turkey

-changed hills relief

**1.8**

solved battleship & carrier hull not-consumed after placement with extra option remove unit s

**1.9**

Repair costs PU for Battleship , Carrier and Fortifications;repairing works with repair option in purchase.

Added heavy Armour for Italians and Japanese.

fixed artillery AA behaviour

spain as possible pro active minor

added Bahrain and moved 15 overflow boxes for this. ;) OMG Trifle!

ecuador placement solved

renamed Yemen into Aden protectorate